Tang Garden

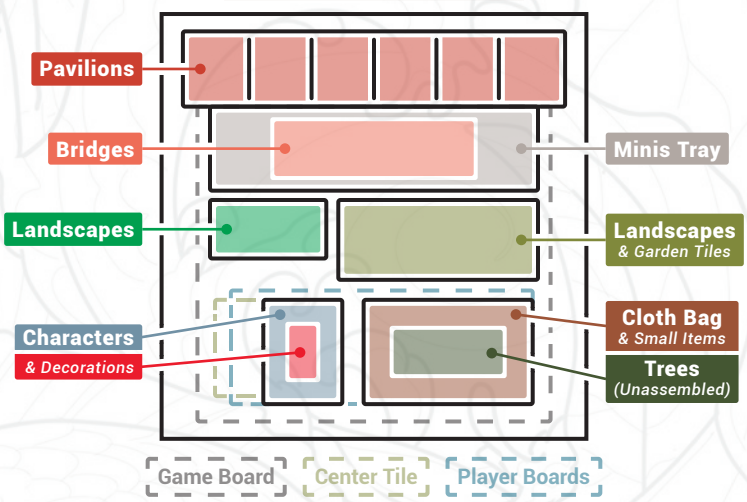
Player Aid

Insert Organization

The included diagrams in this player aid demonstrate the ThunderGryph-recommended method of fitting your Tang Garden components into their respective boxes. If you would like to see other player-made solutions for combining or condensing game components into the base box, there are various threads on BGG, such as the link listed below.

BGG Insert Thread: bit.ly/TGInsert

BASE GAME INSERT



BASE GAME

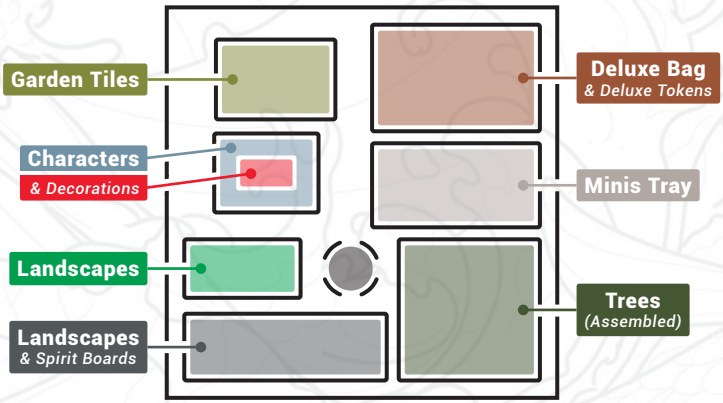
1. Architect
2. Child
3. Sword Dancer
4. Empress
5. Hermit
6. Monk
7. Lady
8. Merchant
9. Student

MINIS INSERT

10. Emperor
11. Officer
12. Poet

GOLDEN AGE INSERT

GHOST STORIES INSERT

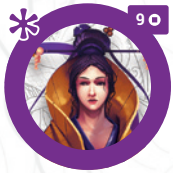


Base Characters

**starting character*
*max **potential** sightline score*
landscapes with indicated icon

ARCHITECT x2 x2(1)
Starting Bonus: Greenery
Character Skill: Gain two ○ each time the player places a pavilion or a bridge on the garden board.
Sight Preference: Gain three ○ for each Construction icon on the active Landscape.

CHILD x1(2) x4
Starting Bonus: Rock
Character Skill: Gain two ○ each time the player places a bird or fish decoration.
Sight Preference: Gain two ○ for each Animal icon on the active Landscape.

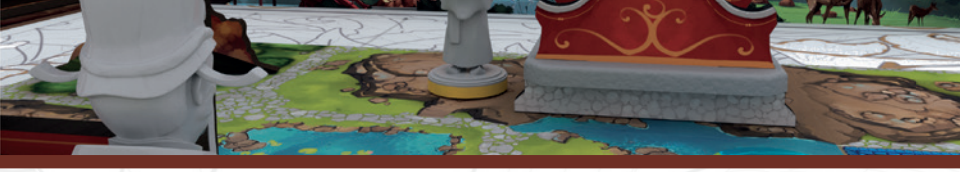


EMPRESS
Starting Bonus: Water
Character Skill: Gain two ○ each time the player places a lotus or peony flower decoration.
Sight Preference: Gain nine ○. If either the Emperor or Lady is in the Empress's line of sight, lose three ○ for each.

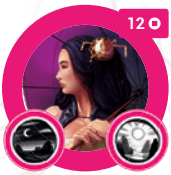
HERMIT
Starting Bonus: Rock
Character Skill: Gain one ○ each time the player advances one or more spaces on the rock track. Advancing two spaces with the same tile will still grant a single ○.
Sight Preference: Gain two ○ (maximum ten ○) for each garden tile with rock terrain in the Hermit's line of sight.

POET
Starting Bonus: Water
Character Skill: Gain one ○ each time the player advances one or more spaces on the water track. Advancing two spaces with the same tile will still grant a single ○.
Sight Preference: Gain two ○ (maximum ten ○) for each garden tile with water terrain in the Poet's line of sight.

STUDENT
Starting Bonus: Greenery
Character Skill: Gain one ○ each time the player advances one or more spaces on the greenery track. Advancing two spaces with the same tile will still grant a single ○.
Sight Preference: Gain two ○ (maximum ten ○) for each garden tile with greenery terrain in the Student's line of sight.



EMPEROR x3(1) x0
Character Skill: N/A
Sight Preference: Gain five ● for each Dragon icon on the active Landscape.



LADY x2 x0
Character Skill: N/A
Sight Preference: Gain six ● if only the Sun icon **or** the Moon icon is on the active Landscape; get twelve ● instead if both the Sun and the Moon icons are on the active Landscape.

MERCHANT x1(1d) x4(1)
Character Skill: During a Place a Decoration action, the player may spend one ● to draw two additional decoration cards, or they may spend one ● to draw the decoration card from the top of the discard pile. In both cases, the player may first draw the normal amount of cards and then decide if to spend.
Sight Preference: Gain two ● for each Village icon on the active Landscape.

MONK x2 x1(1)
Character Skill: Gain two ● every time the player has to choose between only two garden tiles or only two decoration cards.
Sight Preference: Gain three ● for each Buddhist temple icon on the active Landscape.

OFFICER
Character Skill: At the start of their turn, the player may spend one ● to flip all face down garden tiles on the garden board. Alternatively, they may place any face up garden tile on top of any stack to the bottom of the stack face down and reveal the new garden tile on the top of the stack at no cost.
Sight Preference: Gain one ● for each icon on the active Landscape, regardless of the type.

SWORD DANCER x2(1) x4(1d)
Character Skill: Gain one ● each time the player takes a landscape token from the garden board.
Sight Preference: Gain two ● for each Waterfall icon on the active Landscape.

Golden Age Characters

EMISSARY x1(1d) x4(1)

Character Skill: Use different Landscape tokens to refresh an exhausted Lantern.

Sight Preference: Gain three ● for each side of the board with at least one Village icon on the active Landscape.

GARDENER

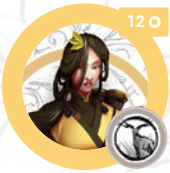
Character Skill: Gain one ● each time the player places a Tree decoration.

Sight Preference: Gain two ● (maximum ten ●) for each Decoration in the Gardener's line of sight.

GEOMANCER

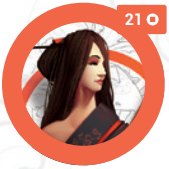
Character Skill: During the player's turn, they may draw the first two cards from the Decorations deck or the first two Garden tiles from a hidden pile. They can decide to use one of the two Decorations or one of the two Garden tiles **instead of** the normal main action. Return the unused Decoration cards or Garden tiles to the top of their respective deck.

Sight Preference: Gain 2/5/8 ● for 1/2/3 different terrain types in the Geomancer's line of sight.



LITERATE x1(2) x4

Character Skill: Gain one ○ each time the player places a different Decoration from the ones they already collected.
Sight Preference: Gain three ○ for each side of the board with at least one Animal icon on the active Landscape.



MUSICIAN

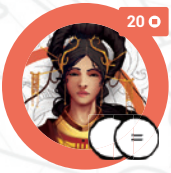
Character Skill: Each time the player matches two footpath sides they gain both two ○ *and* one track advancement of their choice on the player board.
Sight Preference: Gain three ○ for each Character in the Musician's line of sight.

NOBLEMAN

Character Skill: Gain two ○ each time the player places a Garden tile with a wall.
Sight Preference: Gain two ○ for each different icon on the active Landscape.

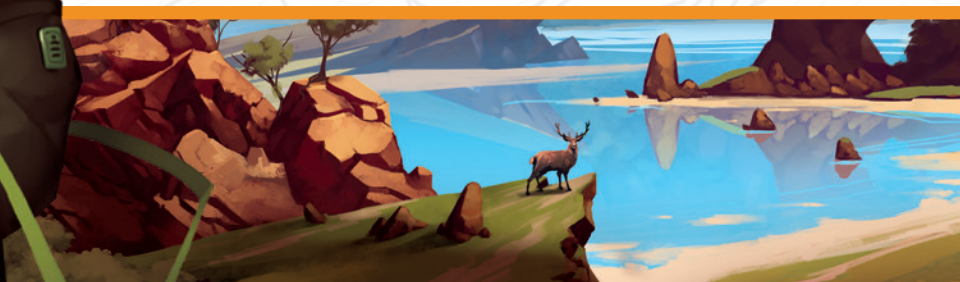
TAO PRIEST

Character Skill: Gain three ○ each time the player places a Bonsai Tree, a Ninfea or a Sancai Vase on the garden board.
Sight Preference: Gain twelve ○ and lose one ○ for each different icon on the active Landscape.



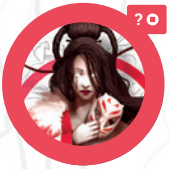
PRINCESS

Character Skill: Gain two ○ each time the player places a Landscape tile with two icons.
Sight Preference: Gain four ○ for each pair of identical icons on the active Landscape.

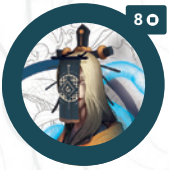


Ghost Stories Characters

DEMON
Character Skill: All other players will need to pay the player with the Demon one ● to refresh exhausted Lanterns. If the player is unable to pay, the lanterns can't be refreshed. If players use the Butterfly ignore this Character Skill.
Sight Preference: Gain six ●. All Characters influenced by other players lose one ●, or three ● if they are in the Demon's sight line, unless they have a Cat.



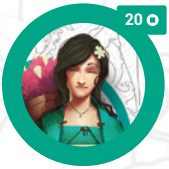
FOX SPIRIT
Character Skill: The Fox Spirit token can be placed on any Character influenced by any player, acquiring its skills and sight preference.



MEDIUM
Character Skill: Gain one ● from the bank every time **any** player uses the special ability of a Lantern.
Sight Preference: Gain eight ●. All characters influenced by other players surrounding the Medium in a perimeter of 8 tiles lose one ●.

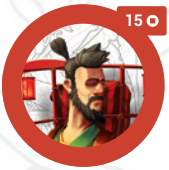
SOLDIER x0{2} x0
Character Skill: Once per turn the player can spend a ● to eliminate a Decoration from the board, removing it from the game without affecting the score of the player who placed it. Decorations with Characters on them, cannot be removed.
Sight Preference: Gain three ● if the Ghost Soldier does not see any Wall icon in the active Landscape. Gain seven ● if the Ghost Soldier sees at least 1 Wall icon in the active Landscape.

• Herbalist •



HERBALIST
Character Skill: Once per turn, the player may place one of their three herbs tokens on the card of another character in play or any character available in the display, to use their ability until the end of the turn. The player can skip a turn to recover used tokens. If an herb token is not recovered with this action it will remain on the card until the end of the game.
Sight Preference: Gain five ○ for each garden tile with a temple in the Herbalist's line of sight.

• Wayfarer •



WAYFARER
Character Skill: Once per turn, the player may go back a level of an element in their personal board to advance one level on another of their elements. The wayfarer can't go back a level on one element if it is on a bonus space (○ or character).
Sight Preference: Gain one ○ for each decoration in the Wayfarer's line of sight, his line of sight is considered to be in all four directions.

Special Landscapes

The Phoenix icon can be considered as any Landscape icon based on each Character with a Landscape sight preference that sees it.

When the Ghost Village is placed it must replace a small Landscape already in play, then remove the replaced Landscape from the game.

The Desolate Land tile has no Landscape icons.

Base Decorations

Birds & Fish

6 per ***complete pair*** of Bird & Fish decoration cards.

6/6 CARDS | 4/4 ITEMS

Bridge

2 per Bridge decoration card.

6 CARDS | 4 ITEMS

Lotus & Peonies

6 per ***complete pair*** of Lotus & Peony decoration cards.

6/6 CARDS | 4/4 ITEMS

Pavilions

12/6 to the player with the most Pavilions, 6 to 2nd place. If tied divide 18 among 1st.

9 CARDS | 6 ITEMS

Trees

1/4/9/16/25 depending on how many ***different*** Tree decoration cards the player has. Trees owned past a complete set of 5 are scored as a new set.

3 CARDS PER TREE | 2 ITEMS PER

Golden Age Decorations

Butterfly

0 Refresh an exhausted Lantern for free.

3 CARDS | 2 ITEMS

Duck

0 Advance twice on your player board per specified elements on the card.

3 CARDS | 2 ITEMS

Bonsai Tree

Ninfea

Sancai Vase

7 –* Gain 7 . Lose 1 for each Bonsai Tree, Ninfea & Sancai Vase played.

3 CARDS EACH | 2 ITEMS EACH

Ghost Stories Decorations

Cat

1

At the end of the game put the Cat card on top of a Character card to cancel the effects of the Demon.

3 CARDS | 2 ITEMS

Spectral Tree

Counts as a Tree

Decorations lose line of sight value if placed in the 8 tiles around the Spectral Tree.

2 CARDS | 1 ITEM

• Apricot & Swan •

Apricot Tree

Counts as a Tree

The Apricot Tree counts towards a Tree set, up to the maximum of 5 per set, same as the Spectral Tree.

2 CARDS | 1 ITEM

Swan

*1

At the end of the game choose a decoration for the Swan to be considered as. Decide Swans in turn order.

3 CARDS | 2 ITEMS

Lanterns

Place and score two tiles when building the garden. Both garden tiles must be face up at the beginning of the turn.

Move one of your characters already on the board to any available spot, adjust their direction, or both.

Place and score two decorations when using the decorate action.

Search for a specific character **OR** landscape when influencing a new character or placing a landscape, then shuffle.

When building the garden draw 5 tiles from any garden pile & place 1. Return the other 4 to the stack in any order.*

Exchange your active character for one in the display.*

*Golden Age Lantern

Turn Order

Build the Garden

*Mandatory (Choose between Build **or** Decorate)*

- Place a face up Garden tile, all sides matching (except Walls/Temples).
- Advance 1 level for each matching Water, Greenery and Rock.
- Advance 1 level for each Water, Greenery and Rock area enclosed.
- Gain 1 ⭘ for each matching footpath **or** optionally advance 1 level for every 2 matching footpaths.
- When placing Temples, gain 1 ⭘ for placing + 1 ⭘ for each environment of the same type placed against it. Bamboo Garden from Golden Age scores only when placed for all environment types adjacent to it. Haunted Temple from Ghost Stories scores 1 ⭘ + 1 track advancement for adjacent footpaths ***(only when placed)***.
- Refresh Garden tiles if there are less than 2 face up.

Decorate the Garden

*Mandatory (Choose between Build **or** Decorate)*

- Draw 2 cards + 1 card for each face down Garden tile.
- Choose & play 1 card, discard the rest face up. If none are playable, the Build the Garden action may not be alternatively taken.
- Place the corresponding decoration item and score one-time bonus (if applicable). If there are no decoration items available or places on the board for it, the decoration cannot be played.
- Refresh all face down Garden tiles.

Influence a Character

(All 3 element tracks must have passed a Character Threshold)

- Choose one of the character cards from the display or blindly draw a character from the top of the deck.
- Either place this new character or the currently active character into the garden.
- If the player cannot or does not want to influence a character, take a Character Token. If a character is not influenced by the next Character Threshold, lose the Character Token and opportunity to influence a character with it.

Player Aid Design: Justin Goodman

Use a Lantern

Optional (Once per turn)

- Flip one of your lanterns face down to use its power.

Refresh a Lantern

Optional

- Spend 3* of the **same** type of landscape token to refresh a lantern. ***(4 in a 2-player game)***

Endgame

- Triggered when a Garden tile stack is empty or 3 landscape tokens remain on the board.
- Play to end of current round.